

Barbie™

For Ages 3 & Up

B-Bright™ Learning Laptop



Product does not have INTERNET or data storage capabilities



Dear Parent/ Guardian,

Thank you for choosing the **β-Bright™ Learning Laptop**.

Designed and engineered with extreme precision, the **β-Bright™ Learning Laptop** is packed full of learning, offering stimulating games and activities that make an invaluable contribution to your child's development.

The activities aim to further your child's skills in language, numbers, music, memory, and logical reasoning.

The **β-Bright™ Learning Laptop** provides a dependable and realistic introduction to computers and encourages creativity and independent learning.

Learning with Barbie® is so much fun!

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The Barbie.com logo, featuring the word 'Barbie' in a stylized, cursive script font, with '.com' in a smaller, sans-serif font below it.

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Chapter 1

About the β -Bright™ Learning Laptop

Features

The unit features:

- 10 English and 10 Spanish learning activities that include: letters, vocabulary, spelling, vowels, numbers, counting, shapes, logic, memory and music.

Multimedia

- Digital sound and animation

Display

- Large LCD screen
- Automatic shut-down

Interface

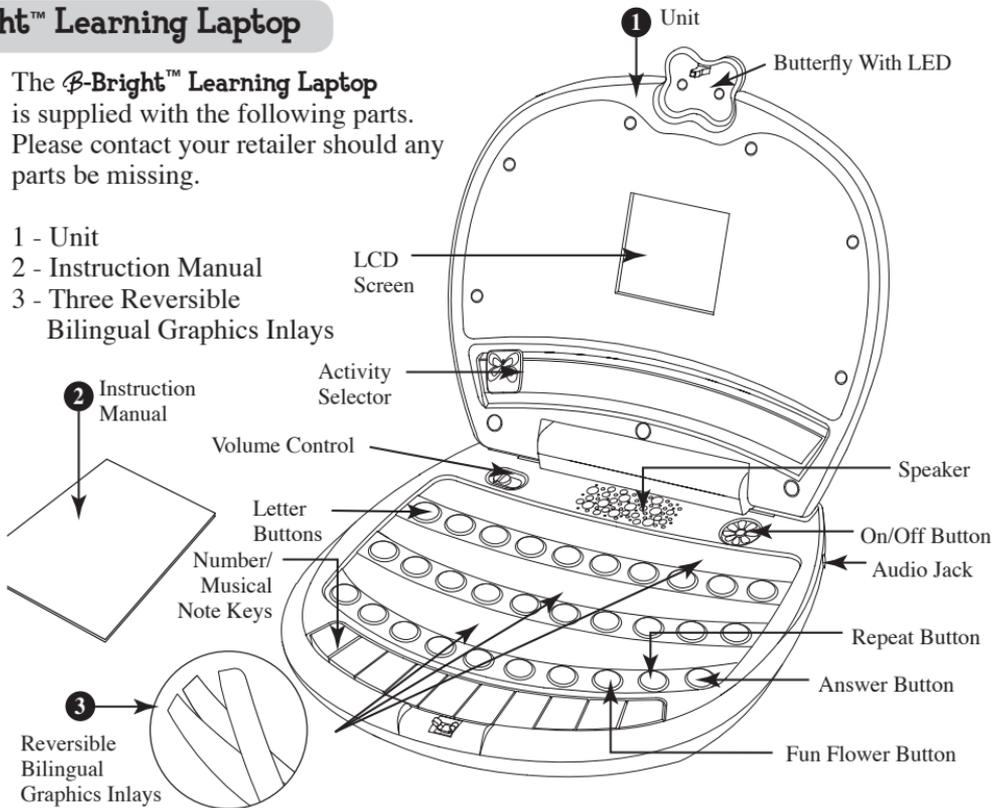
- Individual A–Z keyboard
- Number and music keys

Audio

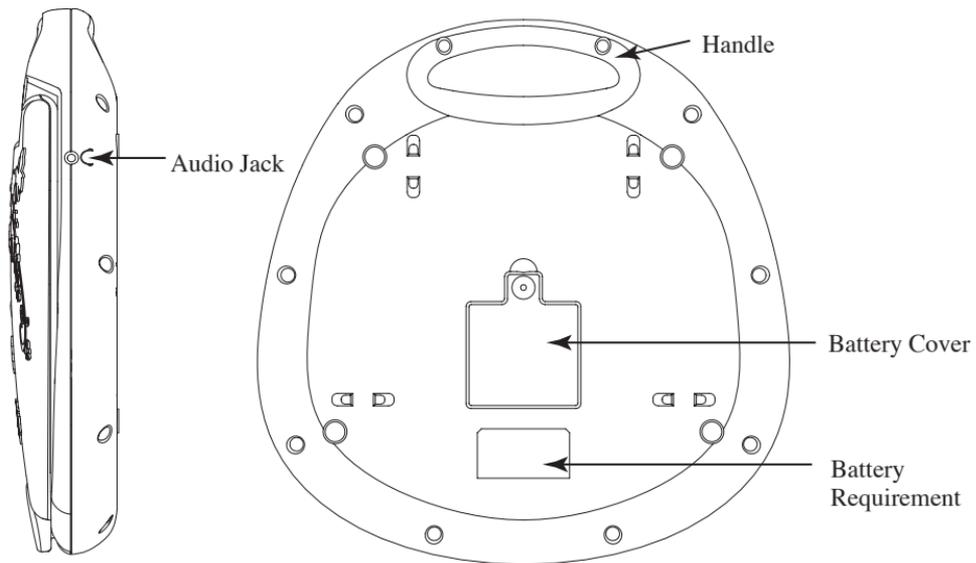
- The voice of Barbie™

The β -Bright™ Learning Laptop is supplied with the following parts. Please contact your retailer should any parts be missing.

- 1 - Unit
- 2 - Instruction Manual
- 3 - Three Reversible Bilingual Graphics Inlays



Unit

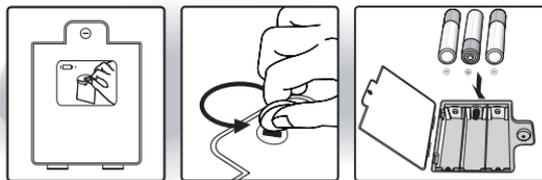


Chapter 2

Getting Started The *φ*-Bright™ Learning Laptop operates on 3 “AA” size batteries.

Battery Installation

1. Make sure the unit is turned off.
2. Using a coin or straight blade screwdriver, open the battery cover at the back of the unit.
3. Insert 3 “AA” batteries. (Note the correct polarity: +, -).
4. Replace the cover.



Caution

- Do not mix different types of batteries or mix new and old batteries together.
- Use only batteries of the same or equivalent type as recommended.
- Remove all batteries when replacing.
- Remove batteries if the unit is not going to be used for long periods.
- Do not dispose of batteries in fire.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

Cleaning and Maintenance

The unit should be regularly examined for damage to the enclosure and other parts. In the event of such damage, the unit must not be used until the damage has been repaired. Always disconnect the power supply before cleaning.

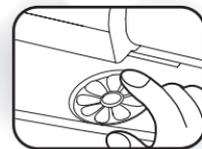
- Wipe the unit with a dry cloth.
- Do not get the unit wet.
- Do not dismantle the unit.

Auto-off

If there is no input on the unit for three minutes, the unit says “See you next time” and automatically turns itself off to conserve power. To start playing again, just press the on/off button to turn the unit back on.

Starting the β -Bright™ Learning Laptop

If the β -Bright™ Learning Laptop is closed, press down on the butterfly containing the LED located at the top front of the unit. The β -Bright™ Learning Laptop will open up and turn on automatically. Alternatively, if the β -Bright™ Learning Laptop is already open, simply press the on/off button located at the top right above the alphabet keyboard. At the end of a session, remember to turn off the power by pressing the same button and also close the lid.



Press the on/off button

Language Selection

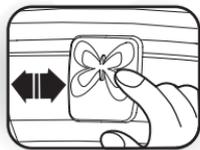
After the opening sequence has finished playing, Barbie® will say “Select a language”. The choices ‘English’ and ‘Spanish’ will take it in turns to flash on the screen repeatedly. Each choice will stay on the screen for about 2 seconds before showing the alternative language choice. To select a language, the player should press the answer key when the preferred language choice is being shown.

Chapter 3

Activity Rules

Selection

There are 10 fun filled activities in the **β-Bright™ Learning Laptop**. Select a game by sliding the game selector over the chosen game. A list of the games is given in Chapter 4. A game can be changed at any point by sliding the game selector to a new game.



Slide the game selector

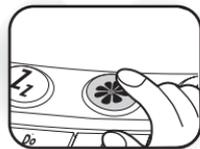
Attempts

In most activities, the player will have three attempts to answer each question correctly. After three incorrect answers, Barbie® gives the correct answer and continues with the activity. If there is no input after a certain amount of time, Barbie® repeats the current question for the player to make another attempt.

Flower Button

Plays short flower animation with music.

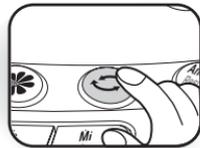
When this button is pressed it will override the current game play.



Repeat Button

Press the repeat button to listen to the instructions of an activity again.

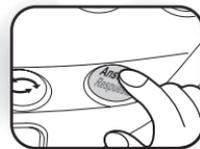
In the Music Maker activity, press this button to play back the composition.



Answer Button

Press the answer button to show the answer to a question.

This button has no function in Letter Smart, Magic Numbers, Melody Magic and Music Maker.



Chapter 4

Activities

Letter Smart

Teaches how to read and spell new words:

1. Select and press a letter button on the keyboard to learn a word.
2. Barbie® will say the chosen letter and then teach a word that begins with the same letter. The LCD screen will play an animation of the word. Barbie® will also teach the player how to spell the word.
3. Select another letter to learn a different word.

I Spy

Develops spelling skills through a fun guessing game:

1. The player will be asked to guess a word. Barbie® will let the player know which letter the word begins with. An animation of the word will be shown on the screen as a hint. The player can also look at the illustrations above the letter buttons on the keyboard for extra hints.



2. To give an answer, press the letter that represents the correct word on the keyboard.
3. If the answer is correct, the player will be asked to spell out the word.

Vowel Search

Teaches vowel identifications:

1. Barbie® will first introduce the 5 vowels, the player will then be asked to identify them.
2. Next, there will be some short vowel exercises for the player to practise on.
3. When the exercises have been completed, the player will be asked to identify the vowels in a word. To answer the question, press the correct vowel on the keyboard.

Magic Numbers

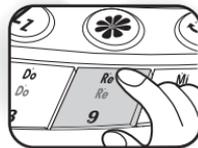
Introduces numbers and counting:

1. Select and press a number button on the keyboard to learn about the names of the numbers.
2. When a number button is pressed, Barbie® will read out the number and count up to that number.

Shape Counting

Develops counting skills and teaches shapes recognition:

1. Barbie® will introduce a shape, then a number of this shape will appear on screen one by one. The player is asked to count them and press the correct number button to answer.



Press a number button



2. On level 2, the same shape will appear on screen but in different sizes.
Remember, shapes are still shapes no matter the size.
3. On level 3, there will be a mixture of different shapes and sizes. Listen carefully to Barbie® to see which shapes are to be counted.

Picture Perfect

Develops letter and number recognition, as well as skills for logical reasoning:

1. Five characters (numbers, upper case or lower case letters) will be shown on screen.
2. Pick out the character that is different from the others by pressing the button corresponding to that character.

Super Memory

Develops memory and character recognition skills:

1. A sequence of characters will be shown on screen.
2. The characters will then be covered by symbols. Repeat the sequence by pressing the buttons in the correct order. To watch the sequence again, press the repeat button. The player will have 3 attempts to repeat the sequence correctly.
3. There are three levels:
 - Level 1 - two characters are used.
 - Level 2 - three characters are used.
 - Level 3 - four characters are used.



Word Whiz (This game is different to the Spanish version)

Teaches vocabulary through word patterns, sounds and rhyming words:

1. A word stem will be shown on screen and Barbie® will teach the player how it is pronounced.
2. The task is to make a word that matches with the picture, by adding an extra letter to the word stem.
3. Listen carefully to the sound of the letter and press the correct letter to form the correct word.

Melody Magic

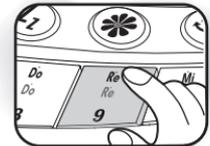
Develops listening skills and ability to follow instructions:

1. Press a number button to choose a melody to listen to.
2. When the melody has finished, follow the letters, numbers or notes on screen to play along.

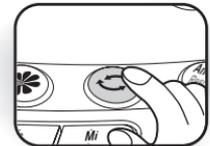
Music Maker

Develops creative music skills:

1. Press the note keys to compose a melody.
2. To listen to the melody again, press the repeat button to hear it played back.



Press a note key



Press the repeat button

Chapter 5

Troubleshooting

Developing learning products is a responsibility that we at Oregon Scientific take very seriously. We make every effort to ensure the accuracy and appropriateness of the information which forms the value of our products. However, errors can sometimes occur. It is important for you to know that we stand behind our products and we encourage you to call our Consumer Services Department with any problems and/or suggestions that you might have. Our service representative will be happy to help you.

Before contacting an authorised service representative at 1-800-853-8883, carry out the following simple checks. It may save you the time of an unnecessary service call.

No display

Are the batteries installed properly?
Do the batteries need replacing?

Black-out screen or abnormal display

Disconnect the power supply by removing batteries for at least 10 seconds before connecting the power supply again.

Conforms to safety requirements of ASTM F963, EN71 Parts 1,2 and 3 and EN62115.

In an effort to continually improve our products, the actual screen display on the product may differ slightly from the diagrams shown.

Please retain this manual for future reference.

Oregon Scientific, Inc.

19861 SW 95th Avenue
Tualatin, OR 97062, USA
Hotline: 1-800-853-8883

Warning:

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

It may contain small parts due to abuse and/or damage to the unit. Not suitable for children under 3 years.

NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.



DISPOSAL

Do not dispose of this product as unsorted municipal waste.
Collection of such waste separately for special treatment is necessary.